Cemu - Bug #595

Switch Pro controller with SDL - motion controls not working correctly

12/30/2021 01:03 AM - krautnelson

Status:	New	**Start date:**	12/30/2021
Priority:	Normal		
Assignee:	Petergov		
Category:	Input		
API:		**GPU Vendor/Model:**	
Cemu Version:	1.26.0d		

Description

Gyro aiming works seemingly fine, but rotating a 3D object around its own axes does not.

Pitch works fine, yaw is inverted, and roll is a complete mess and unsyncs the controller's orientation from the object's.

Example: Zelda-BotW - The Ball Maze Puzzle in the shrine near Hateno Village. The platform is completely uncontrollable.

Tested with an Original Switch Pro controller and an 8bitdo Pro+ controller, same results.

History

#1 - 01/06/2022 02:04 AM - vitorpadobr

The same with 8bitdo Pro 2 controller

#2 - 01/10/2022 08:55 PM - luismasp

Seems the same problem as I reported before in: http://bugs.cemu.info/issues/593